MMetronome

Presets

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, selecting via the buttons or by using your keyboard. You can also manage the directory structure, store new presets, replace existing ones etc. Presets are global, so a preset saved from one project, can easily be used in another. The arrow buttons next to the preset button can be used to switch between presets easily.

Holding **Ctrl** while pressing the button loads a random preset. There must be some presets for this feature to work of course.

Presets can be backed up by 3 different methods:
A) Using "Backup" and "Restore" buttons in each preset window, which produces a single archive of all presets on the computer.

B) Using "Export/Import" buttons, which export a single folder of presets for one plugin.
C) By saving the actual preset files, which are found in the following directories (not recommended):
Windows: C:\Users\{username}\AppData\Roaming\MeldaProduction
Mac OS X: /Library/Application support/MeldaProduction

Files are named based on the name of the plugin like this: "{pluginname}.presets", so for example MAutopan.presets or MDynamics.presets. If the directory cannot be found on your computer for some reason, you can just search for the particular file.

Please note that prior to version 16 a different format was used and the naming was "{pluginname}presets.xml". *The plugin also supports an online preset exchange. If the computer is connected to the internet, the plugin connects to our server once a week, submits your presets and downloads new ones if available. This feature is manually maintained in order to remove generally unusable presets, so it may take some time before any submitted presets become available. This feature relies on each user so we strongly advise that any submitted presets be named and organised in the same way as the factory presets, otherwise they will be removed.*

Left arrow
Left arrow button loads the previous preset.

Right arrow
Right arrow button loads the next preset.

Randomize
Randomize button loads a random preset.

Panic
Panic button resets the plugin state. You can use it to force the plugin to report latency to the host again and to avoid any audio problems. For example, some plugins, having a look-ahead feature, report the size of the look-ahead delay as latency, but it is inconvenient to do that every time the look-ahead changes as it usually causes the playback to stop. After you tweak the latency to the correct value, just click this button to sync the track in time with the others, minimizing phasing artifacts caused by the look-ahead delay mixing with undelayed audio signals in your host. It may also be necessary to restart playback in your host.
Another example is if some malfunctioning plugin generates extremely high values for the input of this plugin. A potential filter may start generating very high values as well and as a result the playback will stop. You can just click this button to reset the plugin and the playback will start again.

Settings
Settings button shows a menu with additional settings of the plugin. Here is a brief description of the separate items.

Licence manager lets you activate/deactivate the plugins and manage subscriptions. While you can simply drag & drop a licence file onto the plugin, in some cases there may be a faster way. For instance, you can enter your user account name and password and the plugin will do all the activating for you.

There are 4 groups of settings, each section has its own detailed help information: **GUI & Style** enables you to pick the GUI style for the plug-in and the main colours used for the background, the title bars of the windows and panels, the text and graphs area and the highlighting (used for enabled buttons, sliders, knobs etc).

Advanced settings configures several processing options for the plug-in.

Global system settings contains some settings for all MeldaProduction plugins. Once you change any of them, restart your DAW if needed, and it will affect all MeldaProduction plugins.

Dry/Wet affects determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

Smart interpolation adjusts the interpolation algorithm used when changing parameter values; the higher the setting the higher the audio quality and the lower the chance of zippering noise, but more CPU will be used.
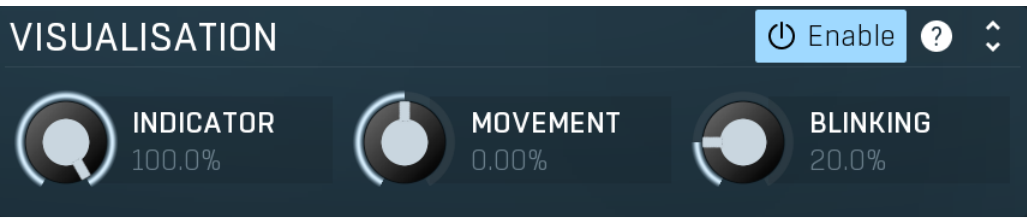
WWW
WWW button shows a menu with additional information about the plugin. You can check for updates, get easy access to support, MeldaProduction web page, video tutorials, Facebook/Twitter/YouTube channels and more.

Speed	1/4x	1/2x	1x	2x	4x

Speed
Speed lets you speed up the metronome rate, hence instead of clapping on quarter notes, the plugin can clap on eight notes for example.

Visualisation panel

Visualisation panel contains settings of the metronome visualisation. You can also disable the visualisation completely if you only need the sound engine.

 Indicator

Indicator controls the opacity of the metronome indicator.
Range: 0.00% to 100.0%, default 100.0%

 Movement

Movement controls the movement shape of the metronome indicator. Default 0% makes it go completely linearly, like a physical metronome. However you may find it useful for use positive values to make it jump more quickly (especially with higher display FPS), or conversely negative values to make it stay closer to extremes (with lower display FPS).
Range: -100.0% to 100.0%, default 0.00%

 Blinking

Blinking controls the amount of fill that is displayed on every beat and looks a lot like blinking the entire plugin view.
Range: 0.00% to 100.0%, default 20.0%

Sound panel

Sound panel contains settings of the metronome sound engine. You can also disable the sound completely if you only need the visualisation engine.

 Tone

Tone defines what kind of sound will be played. The plugin provides both synthesized and sampled sounds.

 Tone first

Tone first defines what kind of sound will be played for the first quarter. Default value makes it identical to the **Tone** parameter.

 Which is first

Which is first controls which beat is 'the first' - highlighted by different tone or pitch.
Range: 1 to 8, default 1

Length

Length controls the length of each beep.
Range: 0 ms to 1000 ms, default 100 ms

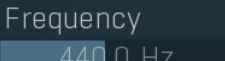**Volume**

Volume controls the volume of the metronome audio.
Range: silence to 20.0 dB, default 0.00 dB

Gain 1st

Gain 1st controls the gain of the first beat in each bar compared to other beats.
Range: -24.00 dB to +24.00 dB, default 0.00 dB

Frequency

Frequency controls the oscillator frequency. Used only for synthesized waves.
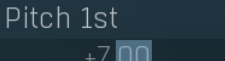Range: 20.00 Hz to 20.0 kHz, default 440.0 Hz

Pitch

Pitch controls the pitch change of the all beats. Used only for samples.
Range: -24.00 to +24.00, default 0

Pitch 1st

Pitch 1st controls the pitch change of the first beat in each bar compared to other beats.
Range: -24.00 to +24.00, default +7.00

Width

Width controls the stereo width of the metronome sound.
Range: 0.00% to 100.0%, default 0.00%